******	**************	*		
*		*		
*		*		
*	CSE 222	*		
*	HW 05	*		
*		*		
*		*		
*	MUSTAFA AKILLI	*		
*		*		
*		*		
*		*		
*	131044017	<b>k</b>		
*	*	k		
*	*	k		
*	*	k		
*	*	k		
*	*	k		
*	*	k		
*	*	k		
****************				

# Projenin Github Linki:

https://github.com/AKILLIMUSTAFA/CSE222-HW05

# **Detailed system requirements**

Bu ödevde 3 part bulunmaktadır. İlk partta Towers of Hanoi probleminin iterative olarak çözümü istenmekte. Part 2 de LinkListRec classı içine yeni bir remove methodu eklenmesi isteniliyor. Burada LinkedListRec classı kitaptan alınmalıdır. Part 3 de ise 3 adet recursive method bulunmakta. Aslında bu 3 method recursive değil, wrapper görevi görerek recursive olan diğer methodları çağırmaktalar. Bu 3 method için, içinde 2 adet List bulunduran bir class gerekli.

# The Project usecase diagrams (extra points)

Step	User's Action	System's Response
<u>1</u>	Call TowerOfHanoi method	Print the solution of TowerOfHanoi method for the given disk size.
<u>2</u>	Call remove method	removes all duplicate elements in linked list.
<u>3</u>	Call intersectionOfLists method	returns intersection set as a list of list1
<u>4</u>	Call unionOfLists method	returns union set as a list of list1 and list 2
<u>5</u>	Call isSubset method	return true if list2 is subset of list1
<u>6</u>	Call HowManyTimesContain method	return how Many times used element in the given list

## **Class Diagrams:**

```
<u>ClassRec</u>
-list1 : List<E>
-list2 : List<E>
+qetList1(): List
+setList1(List newList1): void
+setList1(): void
+qetList2(): List
+setList2(List newList2): void
+setList2(): void
+sortList(Collection<? extends E>
+collection):List<E>
+list1ToString(): String
+list2ToString(): String
+intersectionOfLists(): List<E>
+intersectionOfLists(int indexOfList1, int
+indexOfList2): List<E>
+unionOfLists(): List<E>
+unionOfLists(int indexOfList1, int
+indexOfList2)
+boolean isSubset(): List<E>
+isSubset: boolean
+howManyContain(List<E> list, E element):
int
```

#### GameTowerOfHanoi

```
-stackStartingPeg: Stack<Integer>
-stackDestinationPeg: Stack<Integer>
-stackAuxiliaryPeg: Stack<Integer>
```

```
+TowerOfHanoiIterative(int disksize,
Character src, Character dst, Character
aux): void
+getStackDestinationPeg() : Stack<Integer>
+setStackDestinationPeg() : void
+getStackStartingPeg() : Stack<Integer>
+setStackStartingPeg() : void
+getStackAuxiliaryPeg() : Stack<Integer>
+setStackAuxiliaryPeg() : void
+checkAuxPegAndDstPeg(char aux, char dst) :
void
+checkDstPegAndSrcPeg(char dst, char src) :
void
+checkAuxPegAndSrcPeg(char aux, char src) :
void
```

## **Problem solutions approach**

Part 1 için Towers of Hanoi'nin Recursive çözümüne baktım. Çözüm adımlarını inceleyince 3 adımda bir tekrar olduğunu gördüm. Toplam adım sayımız  $2^n$ -1 olmak üzere. İndexin 3'e modunu alarak adımların tekrar tekrar yapılmasını sağladım.

Part 2 için Kitabın kaynak kodlarından LinkedListRec Classını bularak ödevin içine ekledim. Daha sonra parametre alan remove methodunu silerek, bizden istenen remove methodunu classa ekledim. Parametresiz remove methodunuda wrapper olarak kullandı.

Part 3 için bir class oluşturmam gerekiyordu. Methodları recursive olduğundan adını classRec koydum. Daha sonra için iki tane List ekledim ve metodları yazmaya başladım.

### **Test Cases**

Process finished with exit code 0

## **Running command and results**

```
*_*_*_*_*_*_* Test For Hanoi *_*_*_*_*_*
For 3 disk:
Move Disk 1 from peg K to peg L
Move Disk 2 from peg K to peg M
Move Disk 1 from peg L to peg M
Move Disk 3 from peg K to peg L
Move Disk 1 from peg M to peg K
Move Disk 2 from peg M to peg L
Move Disk 1 from peg K to peg L
For 4 disk:
Move Disk 1 from peg K to peg M
Move Disk 2 from peg K to peg L
Move Disk 1 from peg M to peg L
Move Disk 3 from peg K to peg M
Move Disk 1 from peg L to peg
Move Disk 2 from peg L to peg M
Move Disk 1 from peg K to peg M
Move Disk 4 from peg K to peg L
Move Disk 1 from peg M to peg
Move Disk 2 from peg M to peg K \,
Move Disk 1 from peg L to peg K
Move Disk 3 from peg M to peg L
Move Disk 1 from peg K to peg M
Move Disk 2 from peg K to peg L
Move Disk 1 from peg M to peg L
Move Disk 1 from peg K to peg L
Move Disk 2 from peg K to peg M
Move Disk 1 from peg L to peg M
Move Disk 3 from peg K to peg L
Move Disk 1 from peg M to peg K
Move Disk 2 from peg M to peg L
Move Disk 1 from peg K to peg L
Move Disk 4 from peg K to peg M
Move Disk 1 from peg L to peg M
Move Disk 2 from peg L to peg K
Move Disk 1 from peg M to peg K
Move Disk 3 from peg L to peg M
Move Disk 1 from peg K to peg L
Move Disk 2 from peg K to peg M
Move Disk 1 from peg L to peg M
Move Disk 5 from peg K to peg L
Move Disk 1 from peg M to peg K
Move Disk 2 from peg M to peg L
Move Disk 1 from peg K to peg L
Move Disk 3 from peg M to peg K
Move Disk 1 from peg L to peg M
Move Disk 2 from peg L to peg K
Move Disk 1 from peg M to peg K
Move Disk 4 from peg M to peg L
Move Disk 1 from peg K to peg L
Move Disk 2 from peg K to peg M
Move Disk 1 from peg L to peg M
Move Disk 3 from peg K to peg L
Move Disk 1 from peg M to peg K
Move Disk 2 from peg M to peg L
Move Disk 1 from peg K to peg L
```

```
*_*_*_*_*_* Test For Remove Method in ListedListRec *_*_*_*_*_*
Linked List Rec:
8
8
8
8
8
1
8
4
8
8
8
5
8
8
8
3
8
8
8
Remove 8, after Linked List Rec:
1
4
5
3
```

\*\*\*\*\*\*\*\*\*

\*\_\*\_\*\_\*\_\*\_\* Test For ClassRec \*\_\*\_\*\_\*\_\*\_\*\_\*

Linked List 1 elements:

[1, 2, 3, 44, 0, 1, 1]

Linked List 2 elements:

[1, 1, 1, 3]

\* \* \* \* \* \* \* \* Test For intersectionOfLists Method \* \* \* \* \* \* \* \*

Linked List 1 and Linked List 2 intersection Of Lists:

[1, 3]

Linked List 1 and Linked List 2 union Of Lists:

[0, 1, 1, 1, 1, 1, 1, 2, 3, 3, 44]

Linked List 2 is subset of Linked List 1: true

Switch Linked List 1 and Linked List 2

Linked List 1 is subset of Linked List 2: false

Process finished with exit code 0